

## AMENDMENTS TO THE CLAIMS

Please amend claims 1, 2, 5, 7, 33, 35, 133, 137, 139, 159 and 161 and add new claims 180 – 183 as set forth in the following complete listing of the claims:

1. (Currently Amended) A method of playing a miniature war game on a playing surface with a plurality of game pieces, wherein selected game pieces are representative of individual characters of the game, the method comprising the steps of:

simulating combat with mathematical combat resolution incorporating at least one randomizing element; ~~and~~

moving at least some of the game pieces representing the characters on the playing surface, wherein each game piece representing a character has multiple, independent visible indicia indicative of distinct character attributes thereon;

building a first simulated structure on the playing surface using a first set of structural units, wherein at least a plurality of structural units are substantially identical;

at least partially disassembling the first simulated structure by removing at least some of the structural units therefrom; and

building a second simulated structure on the playing surface using a second set of structure units.

2. (Currently Amended) The method of claim 1 wherein the independent indicia is selected from the group consisting of text, letters, numbers and combinations thereof and wherein the independent indicia represent character attributes including at least combat characteristics and physical characteristics of the character, wherein combat characteristics are utilized in the mathematical combat resolution for the character, wherein at least some of the structural units forming the second simulated structure are also used in the first simulated structure.

3. (Original) The method of claim 2 wherein the combat characteristics represented on the independent indicia includes at least one of attack values and range

values for the character, and wherein the indicia identifies both the value of the attribute and the associated attribute.

4. (Original) The method of claim 3 wherein the physical characteristics represented on the independent indicia includes at least one of character type and movement values of the character.

5. (Currently Amended) The method of claim 4 wherein the randomizing element includes at least one die and wherein the disassembly step includes simulating a breach in the first simulated structure.

6. (Original) The method of claim 5 wherein the moving of the game pieces includes the step of measuring the movement with a measurement mechanism distinct from the playing surface.

7. (Currently Amended) The A method of playing a miniature war game on a playing surface with a plurality of game pieces, wherein selected game pieces are representative of individual characters of the game, the method comprising the steps of:

simulating combat with mathematical combat resolution incorporating at least one randomizing element; and

moving at least some of the game pieces representing the characters on the playing surface, wherein each game piece representing a character has multiple, independent visible indicia indicative of distinct character attributes thereon, wherein the independent indicia is selected from the group consisting of text, letters, numbers and combinations thereof and wherein the independent indicia represent character attributes including at least combat characteristics and physical characteristics of the character, wherein combat characteristics are utilized in the mathematical combat resolution for the character, wherein the combat characteristics represented on the independent indicia includes at least one of attack values and range values for the character, and wherein the

indicia identifies both the value of the attribute and the associated attribute, wherein the physical characteristics represented on the independent indicia includes at least one of character type and movement values of the character, wherein the randomizing element includes at least one die, wherein the moving of the game pieces includes the step of measuring the movement with a measurement mechanism distinct from the playing surface, and ~~claim 6~~ wherein each game piece has a rotating wheel integral with the game piece, wherein the wheel includes indicia indicative of the character attributes.

8. (Previously Amended) The method of claim 7 wherein the wheel indicia is one of the group including pictures, letters, numbers, instructions, symbols, text, or combinations thereof, and wherein the wheel indicia is selectively viewable through an aperture in a wheel body.

9. – 32. (Canceled)

33. (Currently Amended) A method of playing ~~an adventure~~ game simulating physical activities, comprising the steps of:

providing a plurality of game-pieces with each game-piece representative of a game character, wherein each game-piece includes a miniature figurine and each game piece has multiple character indicia thereon, wherein each character indicia is indicative of character attributes of the character, each game-piece further including a rotating element selected from the group consisting of a wheel and a sphere, the rotating element having multiple rotating element indicia thereon, wherein at least one character indicia is associated with the rotating element indicia, and wherein at least one character indicia includes a first indicia portion that identifies the attribute and a second numerical indicia portion indicative of the value of the identified attribute; and

rotating the rotating element of at least one game piece to vary the rotating element indicia displayed; and

selectively moving the game-pieces about a playing surface.

34. (Cancelled)

35. (Currently Amended) The method of claim 33 wherein the adventure game is a war game and further including the step of simulated combat between at least some of the game-pieces, and wherein the character indicia is selected from the group consisting of text, letters, numbers and combinations thereof and wherein at least one of the character indicia is not associated with the rotating element indicia.

36. (Original) The method of claim 35 further including utilizing randomizing elements for combat dispute resolution.

37. - 132. (Cancelled)

133. (Currently Amended) A method of playing a miniature war game on a playing surface with a plurality of game pieces, wherein selected game pieces are representative of individual characters of the game, the method comprising the steps of:

simulating combat with mathematical combat resolution incorporating at least one randomizing element;

moving at least some of the game pieces representing the characters on the playing surface, wherein each game piece representing a character has multiple, independent visible indicia indicative of distinct character attributes thereon;

measuring range values of the game pieces with a movement measuring device distinct from the playing surface; and

positioning at least one simulated building structures on the playing surface, wherein each simulated building is formed of a plurality of structural units that are adapted to form a plurality of simulated structures, further including simulating breaching of at least one simulated structure in at least one said simulated combat step.

134. (Original) The method of claim 133 wherein the independent indicia represent character attributes including at least combat characteristics and physical

characteristics of the character, wherein combat characteristics are utilized in the mathematical combat resolution for the character.

135. (Original) The method of claim 134 wherein the combat characteristics represented on the independent indicia includes at least one of attack values and range values for the character, and wherein the indicia identifies both the value of the attribute and the associated attribute.

136. (Original) The method of claim 135 wherein the physical characteristics represented on the independent indicia includes at least one of character type and movement values of the character.

137. (Currently Amended) ~~The~~ A method of playing a miniature war game on a playing surface with a plurality of game pieces, wherein selected game pieces are representative of individual characters of the game, the method comprising the steps of:

simulating combat with mathematical combat resolution incorporating at least one randomizing element;

moving at least some of the game pieces representing the characters on the playing surface, wherein each game piece representing a character has multiple, independent visible indicia indicative of distinct character attributes thereon;

measuring range values of the game pieces with a movement measuring device distinct from the playing surface; and

positioning simulated structures on the playing surface, wherein the independent indicia represent character attributes including at least combat characteristics and physical characteristics of the character, wherein combat characteristics are utilized in the mathematical combat resolution for the character, wherein the combat characteristics represented on the independent indicia includes at least one of attack values and range values for the character, and wherein the indicia identifies both the value of the attribute and the associated attribute, wherein the physical characteristics represented on the

independent indicia includes at least one of character type and movement values of the character, and claim 136 wherein the randomizing element includes at least one die, and at least one simulated structure is a simulated castle.

138. (Original) The method of claim 137 wherein each game piece has a rotating wheel integral with the game piece, wherein the wheel includes indicia indicative of the character attributes.

139. (Currently Amended) The method of claim 138 wherein the wheel indicia is one of the group including pictures, letters, numbers, instructions, symbols, text, or combinations thereof, and wherein the wheel indicia is selectively viewable through an aperture in a wheel body, wherein the independent indicia includes a first indicia portion that identifies the attribute and a second indicia portion indicative of the value of the identified attribute.

140. -158. (Cancelled)

159. (Currently Amended) The A method of playing an adventure game of claim 33, further comprising the steps of:

~~providing a plurality of game pieces with each game piece representative of a game character, wherein each game piece includes a miniature and each game piece has multiple character indicia thereon, wherein each character indicia is indicative of character attributes of the character, each game piece further including a rotating element selected from the group consisting of a wheel and a sphere, the rotating element having multiple rotating element indicia thereon, wherein at least one character indicia is associated with the rotating element indicia;~~

providing a plurality of structural units for forming a variety of simulated structures; and

building and placing selected simulated structures on the playing surface;

~~rotating the rotating element of at least one game piece to vary the rotating element indicia displayed; and~~  
~~selectively moving the game-pieces about a playing surface.~~

160. (Cancel)

161. (Currently Amended) The method of claim 159 wherein the adventure game is a war game and further including the step of simulated combat between at least some of the game-pieces, and further including utilizing randomizing elements for combat dispute resolution.

162. -179. (Cancelled)

180. (New) A method of playing a competitive fantasy game comprising the steps of:

providing a plurality of game-pieces with each game-piece representative of a game character, wherein each game-piece includes

i) a miniature figurine, wherein at least some of the game pieces includes figurines selected from the group consisting of humans, humanoids, monsters, and siege weapons,

ii) multiple character indicia thereon, wherein the character indicia is indicative of character attributes of the character including at least the name of the character,

iii) a rotating element having multiple rotating element indicia thereon, at least one rotating element indicia associated with movement of the game piece, and wherein at least one character indicia is associated with at least one of the rotating element indicia; and

rotating the rotating element of at least one game piece to vary the rotating element indicia displayed; and

selectively moving the game-pieces about a playing surface.

181. (New) A plurality of game pieces for use in a game, each of the game pieces comprising:

a self-contained record-keeping device, wherein the record-keeping device includes a display of fixed and variable information relating to the game, and wherein the record-keeping device adjustably displays the variable information relating to the game, the information being including a plurality of different types of game play indicia, each type of indicia indicating information related to a different aspect of the play of the game and being expressed as game play values, the indicia of one type in at least some of the game pieces having game play values different from the indicia of the same type in others of the game pieces

an indicator selectively manually movable between a plurality of positions corresponding to the variable information to select one of the displays of variable information for use of the game play indicia thereof to determine game play, the indicator including an aperture in a member, the member being selectively movable to align the aperture with the selected one of the displays to allow viewing of the indicia of the selected variable information to determine game play.

182. (New) A game piece for use in a game, the game piece comprising:

a self-contained record-keeping device, wherein the record-keeping device adjustably displays variable information relating to the game, the information being arranged in a plurality of selectable groupings of game play indicia, each grouping including a plurality of different types of game play indicia, each type of indicia indicating information related to a different aspect of the play of the game and being expressed as game play values, the indicia of one type in at least some of the groupings having game play values different from the indicia of the same type in others of the groupings;

an indicator selectively manually movable between a plurality of positions corresponding to the groupings to select one of the groupings for use of the game play



indicia thereof to determine game play, the indicator including an aperture in a member, the member being selectively movable to align the aperture with the selected one of the groupings to allow viewing of the indicia of the selected grouping to determine game play.

183. (New) A movable game piece for use in playing a game, the game piece comprising:

a first member having a plurality of discrete groupings of game play indicia, each grouping including a plurality of different types of game play indicia, each type of indicia indicating information related to a different aspect of play of the game; and

a second member having an indicator portion positioned to indicate one of the groupings for use of the indicia thereof to determine game play, one of the first and second members having a contact portion and being selectively manually movable relative to the other of the first and second members in response to a user manually drivingly contacting the contact portion to selectively position the indicator portion indicate the one of the groupings.